

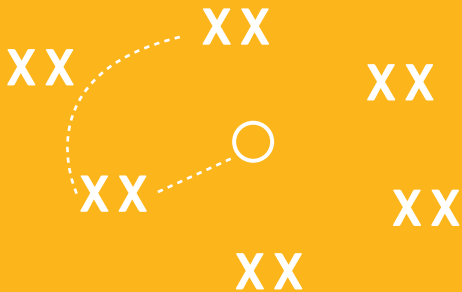


HOOKY ARM

Net Set Go

ACTIVITY:

- All players to be divided up into pairs - one player is the chaser and one is the runner
- Once the game begins, the runner can run to another pair and hook onto their arm
- The person on the other side of the pair must then become the one being chased
- Once a player is tagged, they become the chaser and the other person must then quickly run to another pair and hook arms
- This continues for as long as you'd like the activity to run



Legend

X PLAYER

O RUNNER